

GAME BOY ADVANCE

# BOXING FEVER

AGB-ABOE-USA  
TM



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- ¥ Take a 10 to 15 minute break every hour, even if you don't think you need it.
- ¥ If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- ¥ If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- ¥ Do not mix used and new batteries (replace all batteries at the same time).
- ¥ Do not mix alkaline and carbon zinc batteries.
- ¥ Do not mix different brands of batteries.
- ¥ Do not use nickel cadmium batteries.
- ¥ Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- ¥ Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- ¥ Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- ¥ Do not recharge the batteries.
- ¥ Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- ¥ Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Thank you for purchasing BOXING FEVER™ for the  
Nintendo® Game Boy® Advance System. Before starting,  
please read through this manual carefully, and keep this  
instruction booklet for future reference.

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## INTRODUCTION

"In this corner." Ding! Ding! Ding! As the sweat drips from your brow you enter the ring filled with excitement and anticipation. This is the moment you've been waiting for, you've paid your dues and you're ready to stake your claim!

**BOXING FEVER™** is the ultimate fighting challenge for the Nintendo Game Boy® Advance System. Take on over eight of the fastest, strongest, and most brutal boxers from all over the world, or challenge your friends in a head to head knock down battle to prove who's the biggest, baddest boxer of all time.

Win or lose, **BOXING FEVER™** lets you experience the thrill of victory and the disappointment of defeat as you pummel your way to the top to claim the coveted Golden World Trophy. So, take a deep breath and get ready to feel the heat...

It's time to get that **BOXING FEVER™**!

## GETTING STARTED

To get started with BOXING FEVER™:

1. Turn off your Game Boy® Advance System, then insert the BOXING FEVER™ Game Pak your Game Boy® Advance System.
2. Turn on your Game Boy® Advance System.
3. Press **START** until the *Main Options Screen* appears.

**Important Note:** If nothing appears on the screen when you turn the power on, turn the power off, check to make sure the Game Pak is inserted correctly, then try again.

## LINKING UP

### NECESSARY EQUIPMENT

1. Game Boy® Advance Systems: One Game Boy® Advance System per player.
2. BOXING FEVER™ Game Paks: One BOXING FEVER™ Game Pak per player.
3. Game Boy® Advance Game Link® Cables: One Game Boy® Advance Game Link® Cable

### LINKING INSTRUCTIONS

1. Each player should turn off their Game Boy® Advance System, then insert the BOXING FEVER™ Game Pak into their Game Boy® Advance System.
2. Connect the Game Boy® Advance Game Link® Cable to each Game Boy® Advance System.
3. Turn on your Game Boy® Advance System.
4. Press **START** until the *Main Options Screen* appears.

# GAME CONTROLS

You can play BOXING FEVER™ using the following controls:

## L Button

Makes your boxer lean to the left to avoid a blow.

## Control Pad Up

Raises your guard and executes a high block.

## Control Pad

### Left/Right

Shifts your boxer's weight left or right.

## Control Pad Down

Lowers your guard and executes a low block.



## R Button

Makes your boxer lean right to avoid a blow.

## A Button

Punch with the right glove.

## B Button

Punch with the left glove.

## START

Pauses the game and displays the current password.

## Select

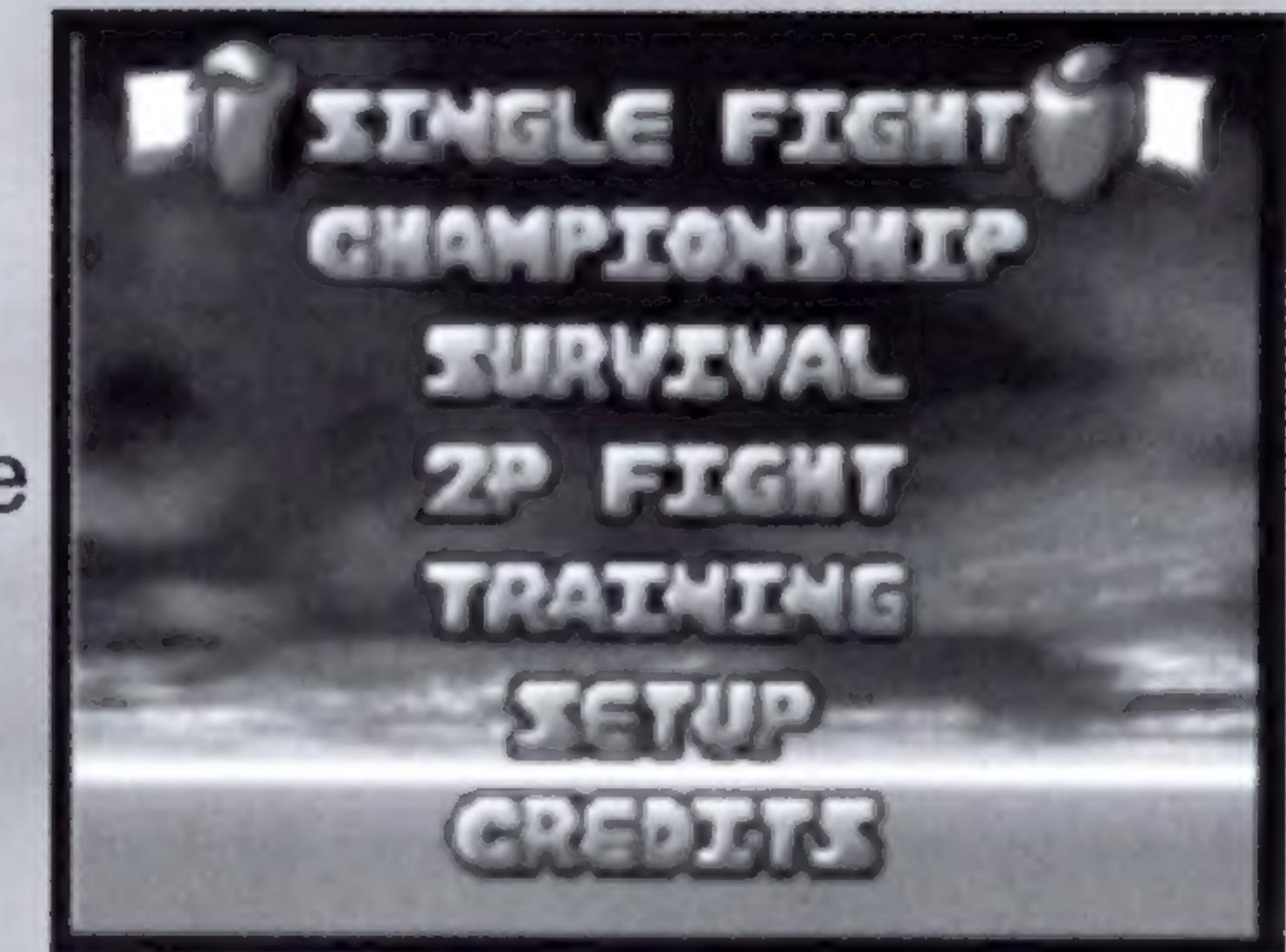
Whenever the game is paused, **Select** allows you to quit the current bout and return to the *Main Options Screen*.

## MAIN OPTIONS

To begin playing BOXING FEVER™, press **START** when the *Title Screen* appears. The *Main Options Screen* will now be displayed where you can choose from five different game modes. From the *Main Options Screen*, you can also go to the *Game Options Screen* where you can enter passwords to resume your position during Championship Mode, or adjust the game's audio settings. To make your selection, press **UP** or **DOWN** on the **Control Pad** to highlight your choice, then press the **A Button** to confirm your selection.

### **SINGLE FIGHT**

Play a single match exhibition against a boxer of your choice.



Main Options Screen

## **CHAMPIONSHIP**

Choose to play through the ranks until you become a champion.

## **SURVIVAL**

Beat as many boxers as you can without being knocked down.

## **2P FIGHT**

Pound a friend into submission.

## **TRAINING**

This mode gives you the opportunity to sharpen your reflexes and fine-tune your combos.

## **SETUP**

This option displays the *Game Options Screen*, which allows you to adjust audio settings and enter passwords.

## **CREDITS**

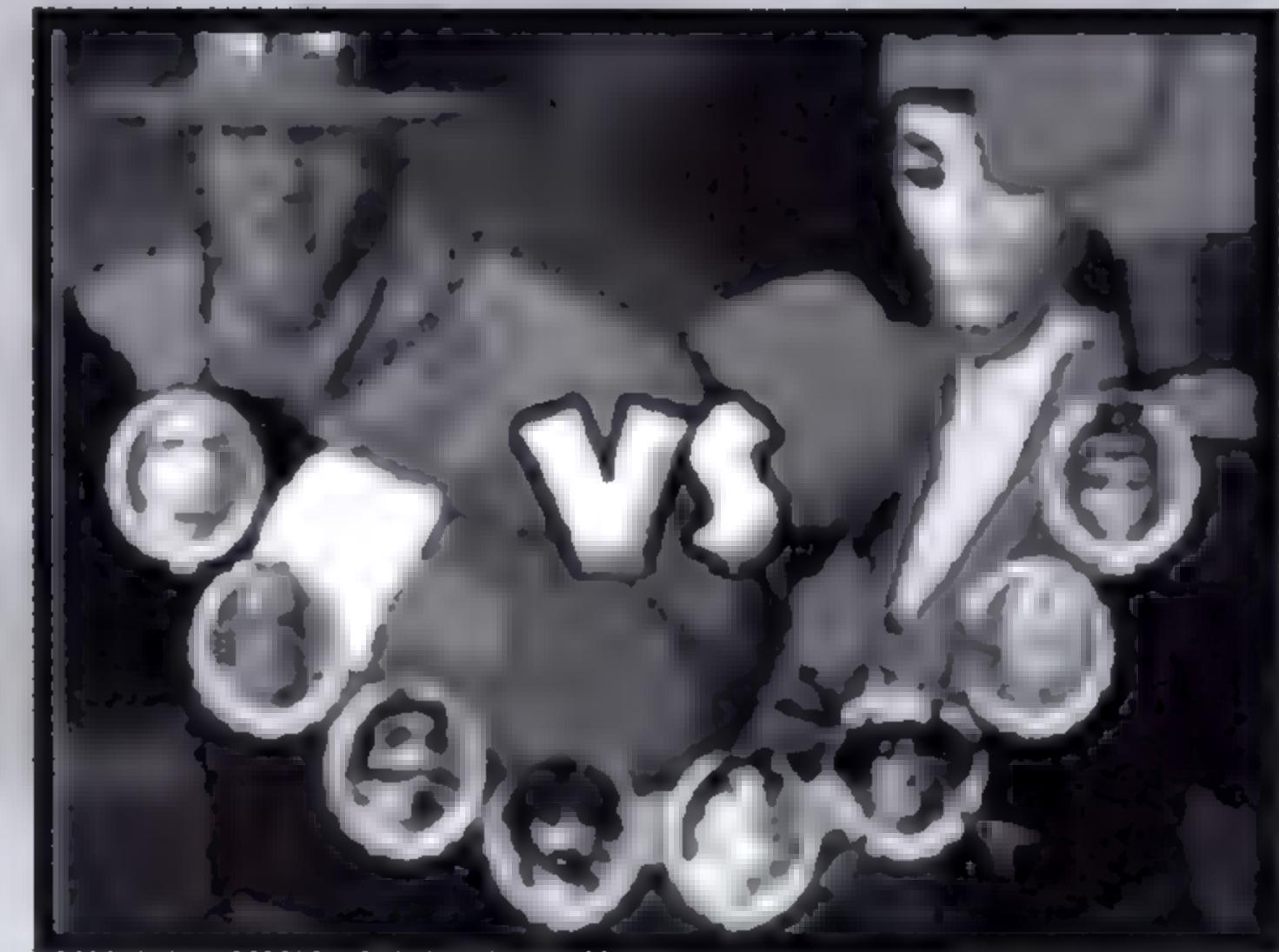
A homage to the BOXING FEVER™ gang.

# BOXER SELECTION

On the *Boxer Selection Screen* you can choose which boxer to play as.

**To select your boxer:**

- Press the **Control Pad *RIGHT*** or ***LEFT*** to move the rotating blue cursor to the desired boxer and press the **A Button**.



Boxer Selection Screen

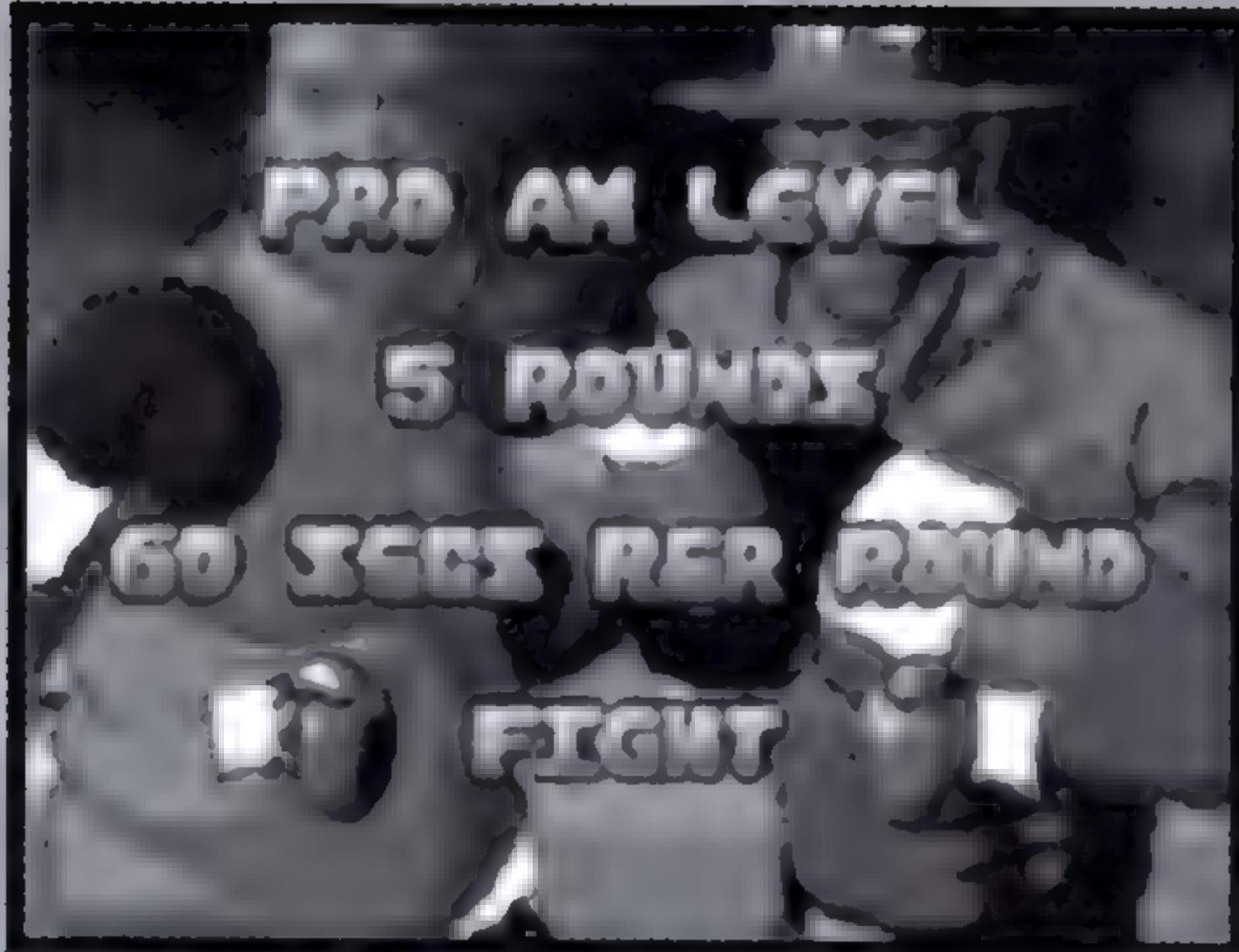
**To select your opponent in the ring (only in Single Fight Mode):**

- Press the **Control Pad *RIGHT*** or ***LEFT*** to move the rotating red cursor to the desired opponent boxer and press the **A Button**.

**Note:** When you select your boxer in two-player mode, it will be highlighted by a white circle. This white circle does not appear on the other player's screen. Once you've made your selection, you will still be able to move the rotating cursor to highlight a different boxer than the one you really chose to play as. The other player will only see your rotating cursor on his or her screen and assume the boxer it highlights is your true choice. This way, both players will have no idea who their opponent is going to be until the match starts.

## **FIGHT OPTIONS**

On the *Fight Options Screen* you can select the amount of time for each round, how many rounds the fight will be, and the "class" of your opponent. To select an option, press the **Control Pad UP** or **DOWN** to highlight the desired option, and press the **A Button**.



Fight Options Screen

## CLASS SELECTION

This option selects the fighting "class" of your opponent. The class you choose will determine the difficulty of the boxers and how many boxers you must face. There are five classes to choose from: Amateur (Easiest), Pro Am, Professional, Contender, World Champion (Hardest).

## ROUND SELECTION

This option varies the number of rounds for each fight.

## TIME SELECTION

This option varies the amount of time for each round.

## FIGHT

Choosing this option begins the fight.

## GAME OPTIONS

On the *Game Options Screen* you can adjust the game audio settings, as well as access the *Password Entry Screen*. Press **UP** or **DOWN** on the **Control Pad** to highlight your choice, then press the **A Button** to select it. Press the **B Button** to return to the *Main Options Screen*.

### SOUNDS

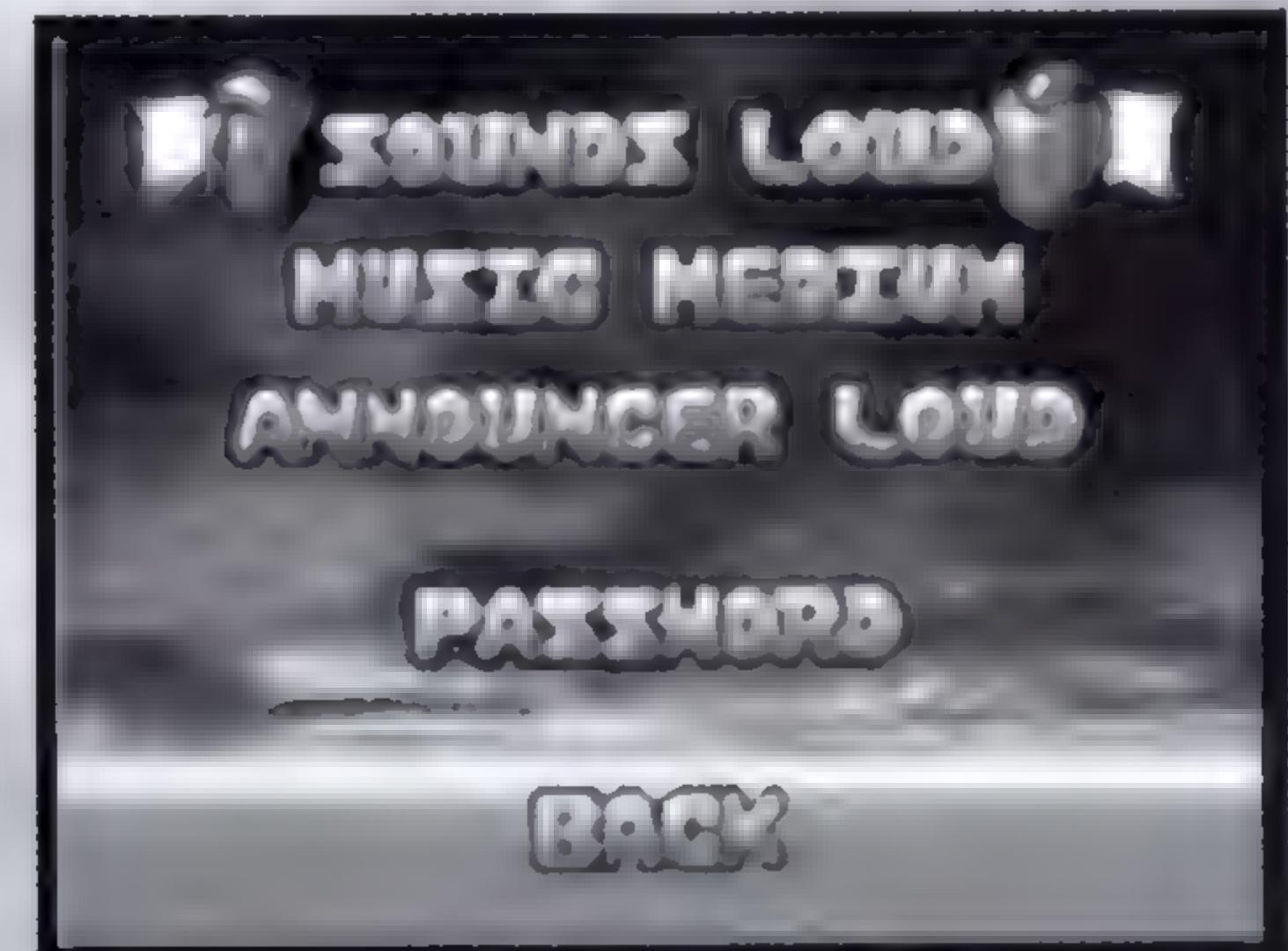
This option sets the volume of the game's sound effects.

### MUSIC

This option sets the volume of the game's background music.

### ANNOUNCER

This option sets the volume of the ring announcer's voice.



Game Options Screen

## GAME OPTIONS (CONT.)

### PASSWORD

This option displays the *Password Entry Screen*.

### BACK

This option returns you to the *Main Options Screen*.

## ENTERING PASSWORDS

On the *Password Entry Screen* you can enter a password to resume your position during Championship Mode.



Password Entry Screen

To enter a password:

- Press *LEFT* or *RIGHT* on the **Control Pad** to move to each character on the Password Entry Line.
- Press *UP* or *DOWN* on the **Control Pad** to change the current character.
- When you're finished, press the **A Button** to enter the displayed password.

Press the **B Button** to go back to the *Game Options Screen*.

## **SPECIAL PUNCHES**

Whenever your boxer's weight is shifted to the left or right, you will be able to perform special punches to deliver serious damage to your opponent.

### **RIGHT SPECIAL PUNCHES**

Right Special Punches are only available when boxer's weight is shifted to the right.

#### *Right Jab to the Face*

Press and hold the **Control Pad UP** and **LEFT**, then press the **B Button**.

#### *Right Jab to the Body*

Press and hold the **Control Pad DOWN** and **LEFT**, then press the **B Button**.

#### *Right Hook*

Press and hold the **Control Pad UP** and **RIGHT**, then press the **B Button**.

## **SPECIAL PUNCHES (CONT.)**

### *Right Uppercut*

Press and hold the **Control Pad DOWN** and **RIGHT**, then press the **B Button**.

### **LEFT SPECIAL PUNCHES**

Left Special Punches are only available when boxer's weight is shifted to the left.

#### *Left Jab to the Face*

Press and hold the **Control Pad UP** and **LEFT**, then press the **A Button**.

#### *Left Jab to the Body*

Press and hold the **Control Pad DOWN** and **LEFT**, then press the **A Button**.

#### *Left Hook*

Press and hold the **Control Pad UP** and **RIGHT**, then press the **A Button**.

## *Left Uppercut*

Press and hold the **Control Pad DOWN** and **RIGHT**, then press the **A Button**.

## **PUNCH POWER UP**

Use the Punch Power Up technique to increase the power of your uppercuts and hooks. To perform the Punch Power Up, simply press and hold the **Control Pad LEFT** or **RIGHT** until your gloves glow, then execute either an uppercut or hook. But be careful, because you won't be able to block while powering up and your opponent may use this opportunity to land a number of punches!

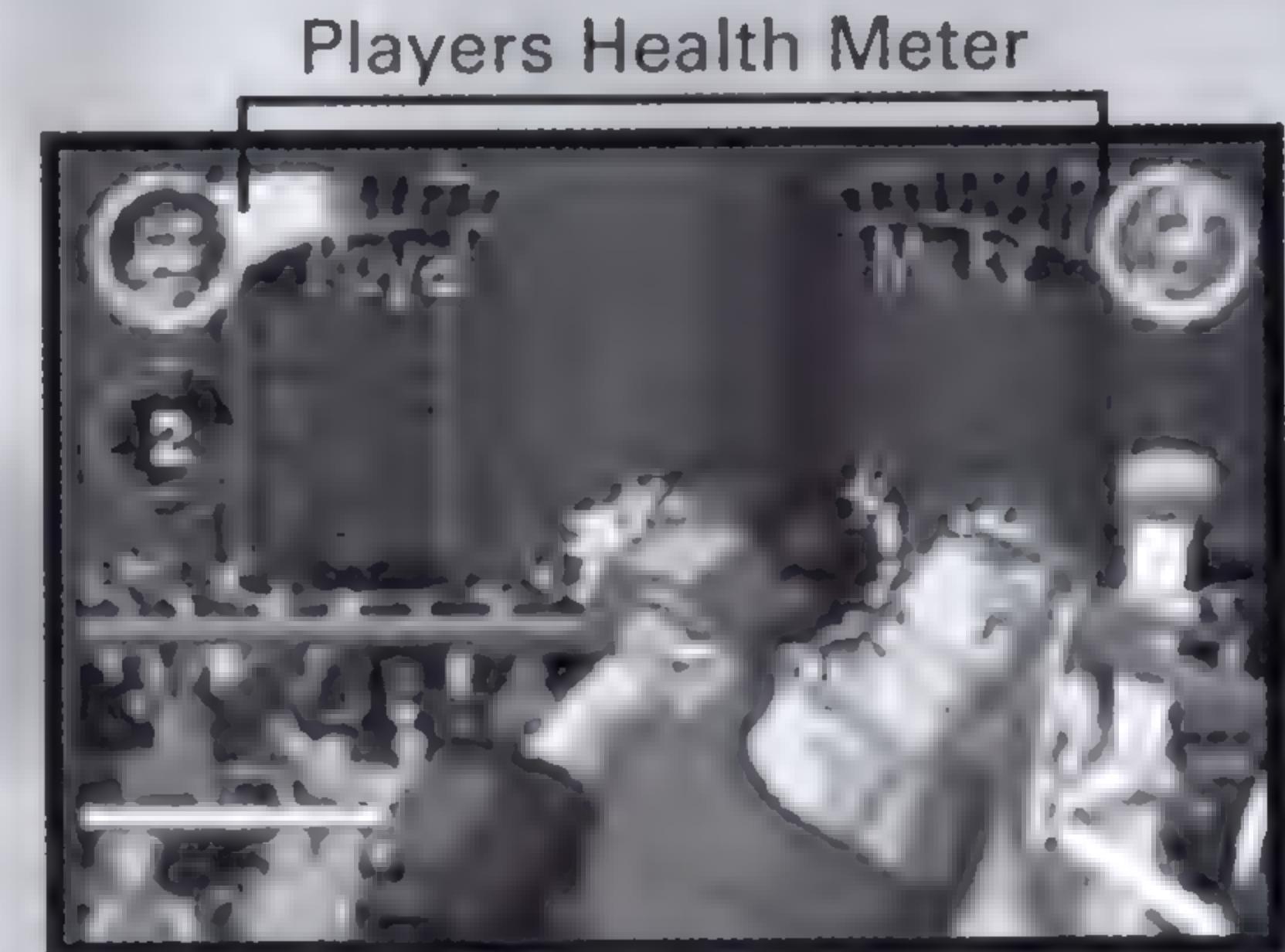
## **COMBOS**

All the boxers have special combination punches that can be used to inflict substantial damage on their opponent. You can learn about each character's special combo capabilities during the training process.

# ENTERING THE RING

## HEALTH METERS

The boxer's Health Meters are located in the top corners of the *Main Game Screen*. Every time you are hit, your Health Meter decreases. When your Health Meter is completely depleted, the next punch will cause you to be knocked down. When you get back to your feet, a certain amount of the Health Meter will be restored. The amount of health restored becomes less and less after each knockdown. The color of your Health Meter determines your boxer's stamina. When your stamina is low, your Health Meter will appear red. Taking a break between punches will help increase your stamina and return your Health Meter's color to green.



Main Game Screen

## **ROUND TIMER**

Located on the left-hand side of the *Main Game Screen*, the Round Timer displays how much time is left in the current round. When the round is over, boxers will get a chance to go to their corners and rest for a moment.

## **THE RETRY OPTION**

In all game modes, when the game is over, you will be given the option to continue from that point without having to start over. When the option to retry appears on the screen, select the “YES” option if you wish to continue from that point, or select the “NO” option to return to the *Main Options Screen*.

## THE BOXERS

The boxers in BOXING FEVER™ hail from all over the world and possess varying degrees of strength and agility.



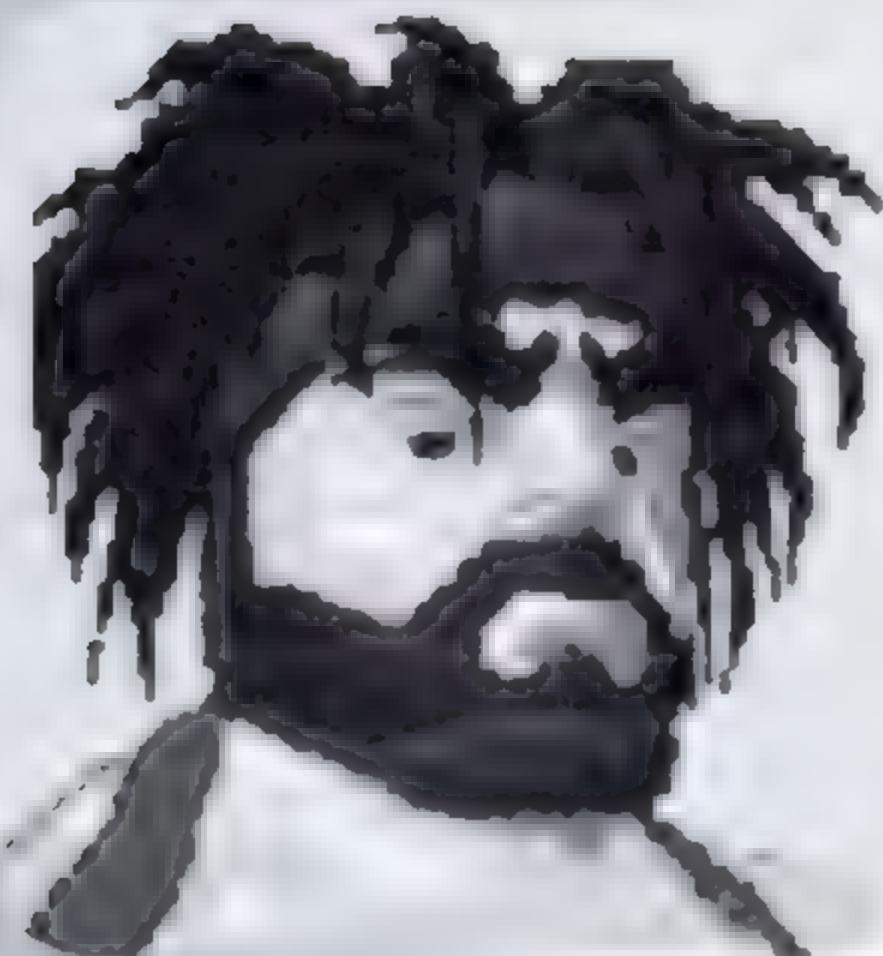
Name	Micky McFist
Country	Ireland
Height	5' 9"
Weight	168 lbs.
Career	12-3-9

This tough guy has a weak sense of humor and an erratic fighting style!



Name	Royal Pain
Country	England
Height	5' 11"
Weight	186 lbs.
Career	178-6-99

The power of experience!



Name	The Hammer
Country	Unknown
Height	6' 2"
Weight	248 lbs.
Career	22-1-20

A brutal and primitive fighter, this bruiser is banned from competition in 52 countries!

## THE BOXERS (CONT.)



Name	Jack Pot
Country	Ivory Cost
Height	6' 1"
Weight	379 lbs.
Career	34-0-33

This mountain of muscle is reputed to crush his opponents with a few blows!



Name	Tiny Giant
Country	Canada
Height	6' 8"
Weight	327 lbs.
Career	32-0-32

Only his name is Tiny!



Name            Knuckles Nadine  
Country        U.S.A.  
Height          5' 8"  
Weight          135 lbs.  
Career          18-1-15

The toughest of the bunch!



Name            Major Flak  
Country        U.S.A.  
Height          6' 4"  
Weight          248 lbs.  
Career          37-0-37

His intelligence is as impressive as his power!

## THE BOXERS (CONT.)



Name	Maiagaru
Country	Japan
Height	5' 7"
Weight	128 lbs.
Career	29-0-29

Here to prove the supremacy of martial artists in any fighting sport!

## TIPS AND TRICKS

- Train with each opponent to learn their strengths and weaknesses.
- Use combination punches as they are an effective method of rapidly decimating your opponents.
- When your opponent is tired you will be at less risk of getting hit while weight shifting.
- At easier levels, special punches are easier to throw.
- Use the special punch as part of a combo.
- Some characters such as Nadine, Maigaru, and Mickey, are better able to successfully execute special punches. Larger characters such as Tiny and Jack Pot, have more difficulty, but their special punches are much more devastating.

# CREDITS

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To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.  
160 Raritan Center Parkway (Suite 1)  
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

## **Repairs/Service after Expiration of Warranty**

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept.. at the phone number noted earlier. If the Majesco Sales Dept.. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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## NOTES:

## NOTES:

# CHECK OUT THESE COOL GAMES!

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